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D Staneker, D Bartz, M Meissner - Proceedings of the 2003 IEEE Symposium on Parallel and Large ..., 2003 - portal.acm.org

... HP VISUALIZE fx10 with the HP Flag and on ... window of 1024 □ 768 pixels, every tile represents 4 ... the graphics accelerator to acquire the **occlusion** query result ...

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... apparatus, methods and computer program products using minimum-depth

[occlusion culling and zig-zag ...](#)

J Strom, T Akenine-Möller - 2004 - freepatentsonline.com

... an **occlusion flag** for a tile to indicate non-occlusion; and wherein processing pixels comprises: detecting that the tile has a **occlusion flag** indicating non ...

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D Bartz, R Guenther - gris.uni-tuebingen.de

... only overall visibility (**occlusion** culling prior to geometry transformation), we use a frame buffer-oriented visibility mask containing a **flag** for each tile of ...

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M Meissner, D Bartz, R Gunther, W Strasser - Computer Graphics Forum, 2001 - Blackwell Synergy

... our case the HP **occlusion culling flag** based approach ... thousands) remaining after view-frustum and **occlusion** culling and ... reject I and II (using a **tile** size of ...

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A TIMO - EP Patent 1,439,493, 2004 - freepatentsonline.com

... line with the least number of set coverage **flags**. ... state information are stored to the **occlusion** data buffer ... cache may be replaced with a **tile** cache, containing ...

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T Aila, PO Nordlund - 2004 - freepatentsonline.com

... line with the least number of set coverage **flags**. ... state information are stored to the **occlusion** data buffer ... cache may be replaced with a **tile** cache, containing ...

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S Betge-Brezetz, R Chatila, M Devy, T LAAS-CNRS - Robotics and Automation, 1995. Proceedings., 1995 IEEE ..., 1995 - ieeexplore.ieee.org

... are also informations on its perception conditions that will be useful for building the global model: • "Image contour **occlusion**", **flag** indicating that ...

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[Modified method and apparatus for improved **occlusion** culling in graphics systems - group of 3 »](#)

EC Greene, DA Voorhies, P Sabella, JM Danskin, JM ... - US Patent 6,646,639, 2003 - Google Patents ... (54) MODIFIED METHOD AND APPARATUS FOR IMPROVED OCCLUSION CULLING IN GRAPHICS SYSTEMS ...

Such region is defined by a **tile** and a coverage mask therein. ...

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In this paper, we present the RACE II Engine, which uses a hybrid volume rendering methodology that combines algorithmic and hardware acceleration to maximize ray casting performance relative the total amount of volume memory throughput contained in the system. The challenge for future volume rendering accelerators will be the ability to process higher resolution datasets at over 10Hz without utilizing large-scale, and therefore, expensive designs. The limiting performance ...

**2 Texture tile visibility determination for dynamic texture loading** Michael E. Goss, Kei YuasaAugust 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware HWWS '98****Publisher:** ACM PressFull text available:  pdf(833.33 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**3 Improving Occlusion Query Efficiency with Occupancy Maps**

Dirk Steneker, Dirk Bartz, Michael Meissner

October 2003 **Proceedings of the 2003 IEEE Symposium on Parallel and Large-Data Visualization and Graphics PVG '03****Publisher:** IEEE Computer SocietyFull text available:  pdf(416.60 KB) Additional Information: [full citation](#), [abstract](#), [citations](#)

Image space occlusion culling is an useful approach to reduce the rendering load of large polygonal models. Like most large model techniques, it trades overhead costs with the rendering costs of the possibly occluded geometry. Meanwhile, modern graphics hardware supports occlusion culling, whereas they associate a significant query overhead, which hurts in particular, if the occlusion culling query itself was unsuccessful. In this paper, we propose the Occupancy Map - a compact, cache-optimized ...

Keywords: Viewing Algorithms, Occlusion Culling**4****Delay streams for graphics hardware**